

# Distributed Crew Interaction with Advanced Life Support Control Systems

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Johnson Space Center

Debra Schreckenghost

Pete Bonasso

Tod Milam

Cheryl Martin

David Kortenkamp

Carroll Thronesbery

# Future Manned Space OPS Organization

## *Inside Vehicle/Facility*

### Water Control



### Air Control



Automated agents control without human intervention most of the time

- Perform routine control operations
- Manage anticipated failures

### Crew 1



### Crew 2



## *Outside Vehicle/Facility*

### Robot



### Robot



### Crew 3



# Future Manned Space OPS Organization

## *Inside Vehicle/Facility*

### Water Control



### Air Control



Humans perform tasks other than control most of the time

- Located remote from the control system
- On-call to handle anomalies
- Interleave occasional control task with other tasks

### Crew 1



### Crew 2



## *Outside Vehicle/Facility*

### Robot



### Robot



### Crew 3



# Future Manned Space OPS Organization

## *Inside Vehicle/Facility*

### Water Control



### Air Control



## Human role in control

- Maintain situation awareness to handle unexpected situations & detect long-term performance changes
- Intervene in control to respond to unexpected situations & to perform tasks not easily automated

### Crew 1



### Crew 2



## *Outside Vehicle/Facility*

### Robot



### Robot



### Crew 3



# Model of Interaction: Loosely Coordinated Groups

- Model interaction among distributed group of humans and automated control agents as *loose coordination*
  - Control responsibilities are allocated to group members based on related but non-overlapping roles
  - Activities of group are coordinated by centralized group plan that manages limited shared resources
  - Unplanned actions conducted by group members are coordinated to minimize interference with the ongoing activities
- Approach: provide *proxy agents* to help users coordinate with control agents and other humans to perform complex control tasks
  - Rich set of models and ontologies: role, activity, location, human presence, saliency, event, notification specs, situation specs
  - Reason over these models using techniques such as planning, inferencing, pattern matching



# Future Manned Space OPS Organization

## Inside Vehicle/Facility

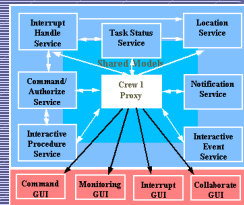
### Water Control



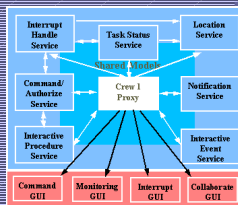
### Air Control



### Crew1 Proxy



### Crew2 Proxy



### Crew 1



### Crew 2



## Outside Vehicle/Facility

### Robot



### Robot

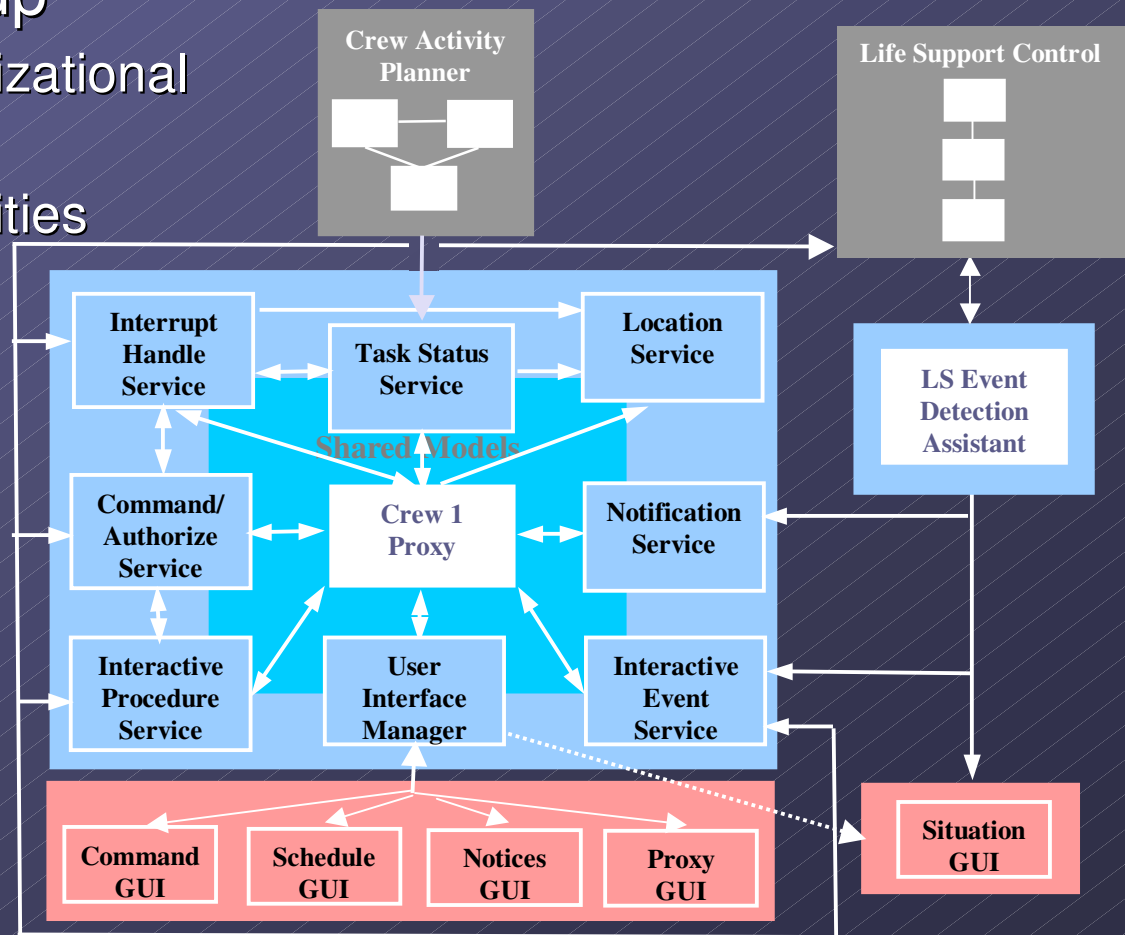


### Crew 3



# What is Role of Proxy Agent in Group?

- Facilitate user interaction with control agents and other humans to perform tasks associated with assigned roles in an operational group
  - Communicating in organizational context
  - Coordinating group activities
  - Tracking human location
  - Summarizing complex situations
  - Aiding coordinated, distributed commanding within group (FY03)

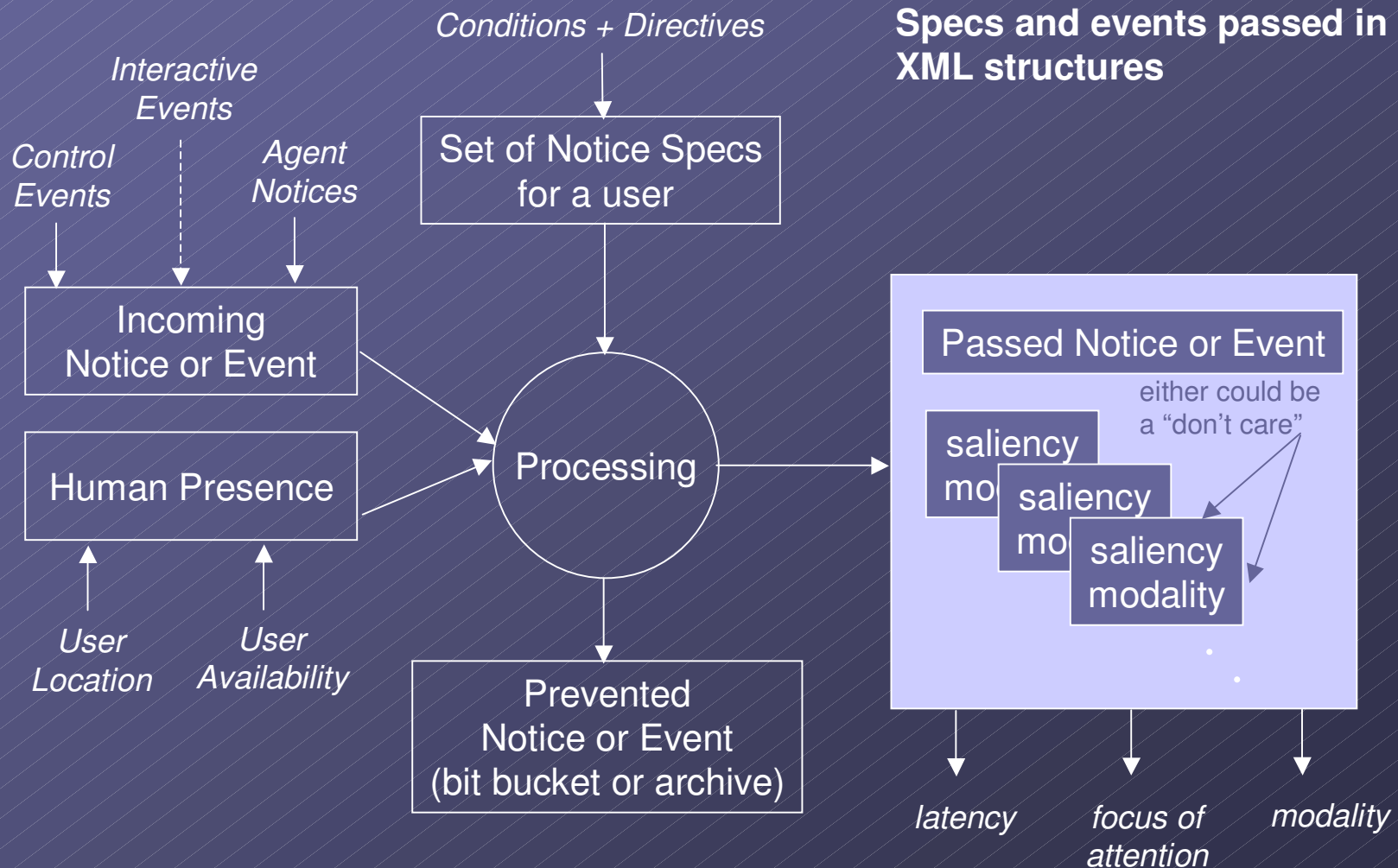


# Communicating in Organizational Context

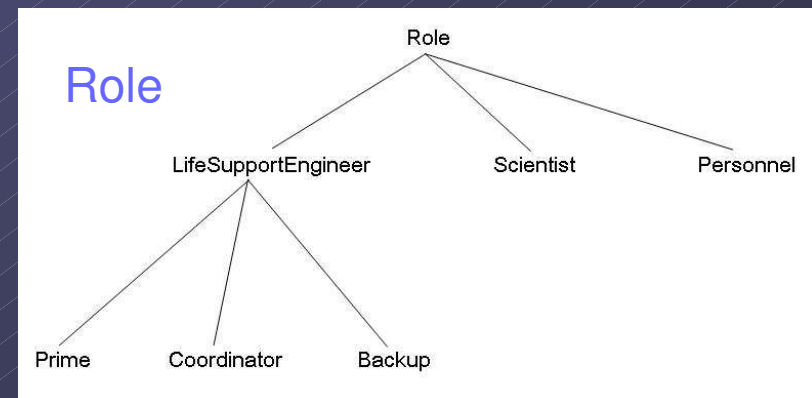
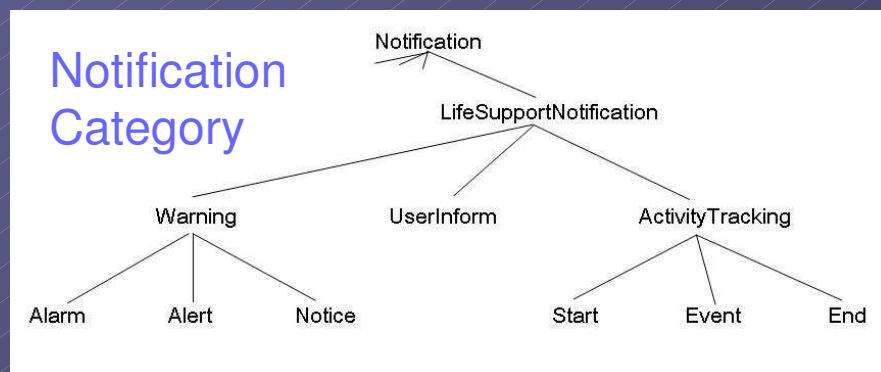
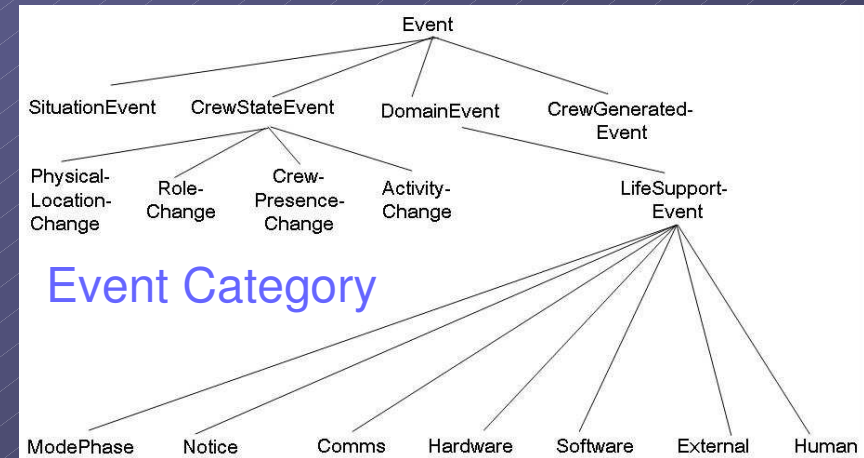
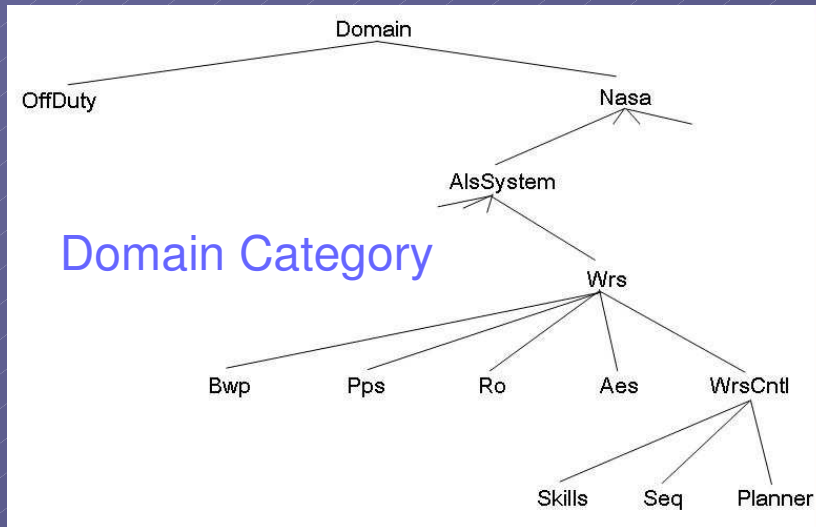
- Proxy notifies user of control events and agent notices based on group role requirements and personal preferences
  - Changes in role alter human information requirements
  - Individual preferences are overlaid on group role requirements without compromising them
  - Notification Service: matches incoming event to notice specs represented using knowledge models (ordinal, exact, ontological, etc. match)
    - User Notification Context determines which specs apply based on user roles and other user state information
    - Notification Conditions determine what events are passed based on event categories, domain categories, notification categories, etc.
    - Notification Directives determine how to inform its user based upon user accessibility and availability (i.e., presence)
  - Location Service: assesses human *presence*



# Processing of Notification Specifications

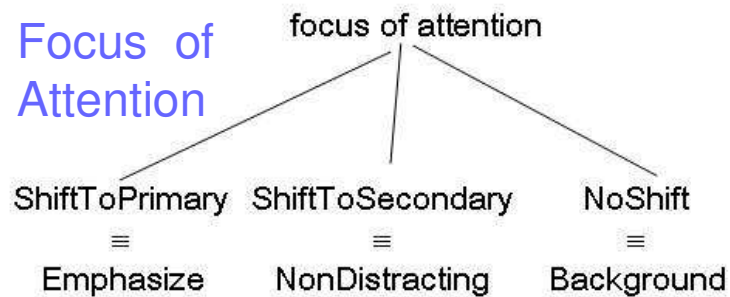


# Ontologies for Notification Condition

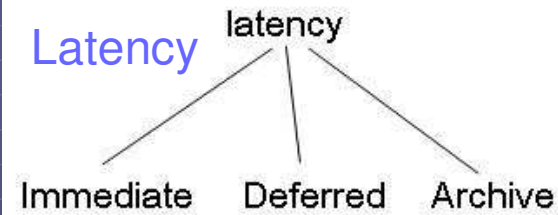


# Ontologies for Notification Directive

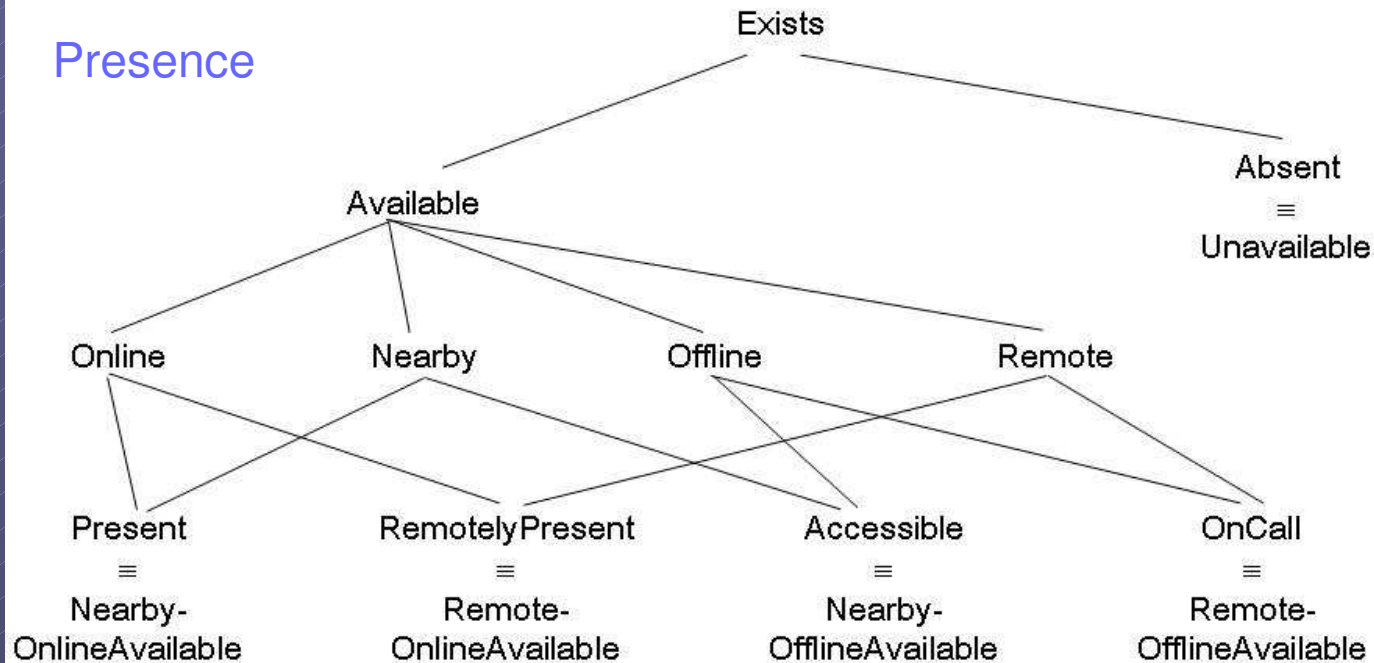
## Focus of Attention



## Latency



## Presence



# Examples

for Domain Events

Notice condition ⇒ Notice directive

ORG	Assigned to/by	Event Category	Domain Category	Notification Category	Urg	Latency	Focus of Attention	Crew Presence	Modality
	PRIME/Org (covers LORC/RORC)	Comms	WrsCntl	Warning	L/M/H	immed	primary	online	DISPLAY
								offline	PAGER, D-QUEUE
	BACKUP in WaterLab/Org (covers LORC/RORC)	Comms	WrsCntl	Warning	L/M/H	immed	primary	online	DISPLAY
								offline	PAGER, D-QUEUE
	COORD/Org. (covers LORC/RORC)	Comms	WrsCntl	Warning	L/M/H	immed	secondary	online	DISPLAY
								offline	D-QUEUE

PRIME: WRS control communications warnings are passed with immediate latency and primary focus of attention

If user is online, show notice on proxv display

User preferences can add a modality or increase the latency or focus of attention specified in organizational specs

User preferences cannot remove a modality or decrease latency or focus of attention specified in organizational specs

If user is online, show notice on proxy display

If user is offline, queue for display when logs back in

# What's Next for Notification

## ● FY03 Plans

- Notification of interactive events
- Escalation of notification
- Editing notice specifications
- Improved user interfaces to notices; includes searching and threading messages



# Coordinating Group Activities

- Group plan assigns tasks for group roles & coordinates group actions
  - Activity planner builds centralized group plan, assigns tasks, and marks tasks complete
  - Proxy tracks completion of its user's activities and provides assessment to planner
  - Activity Plan: HTN planner
    - Avoids conflicting commands and over-subscribed humans
    - Coordinates handover between manual & automated tasks
    - Reactive re-plans in contingency situations
  - Task Status Service: inference of completion status
    - Tracks activities using *direct evidence* through computer-mediated tasks and *indirect evidence* based on location
    - Requests user for activity acknowledgement, if needed

# Relating Planning Information to Human Model of Activities

## Activity Planner

Automated  
Planner

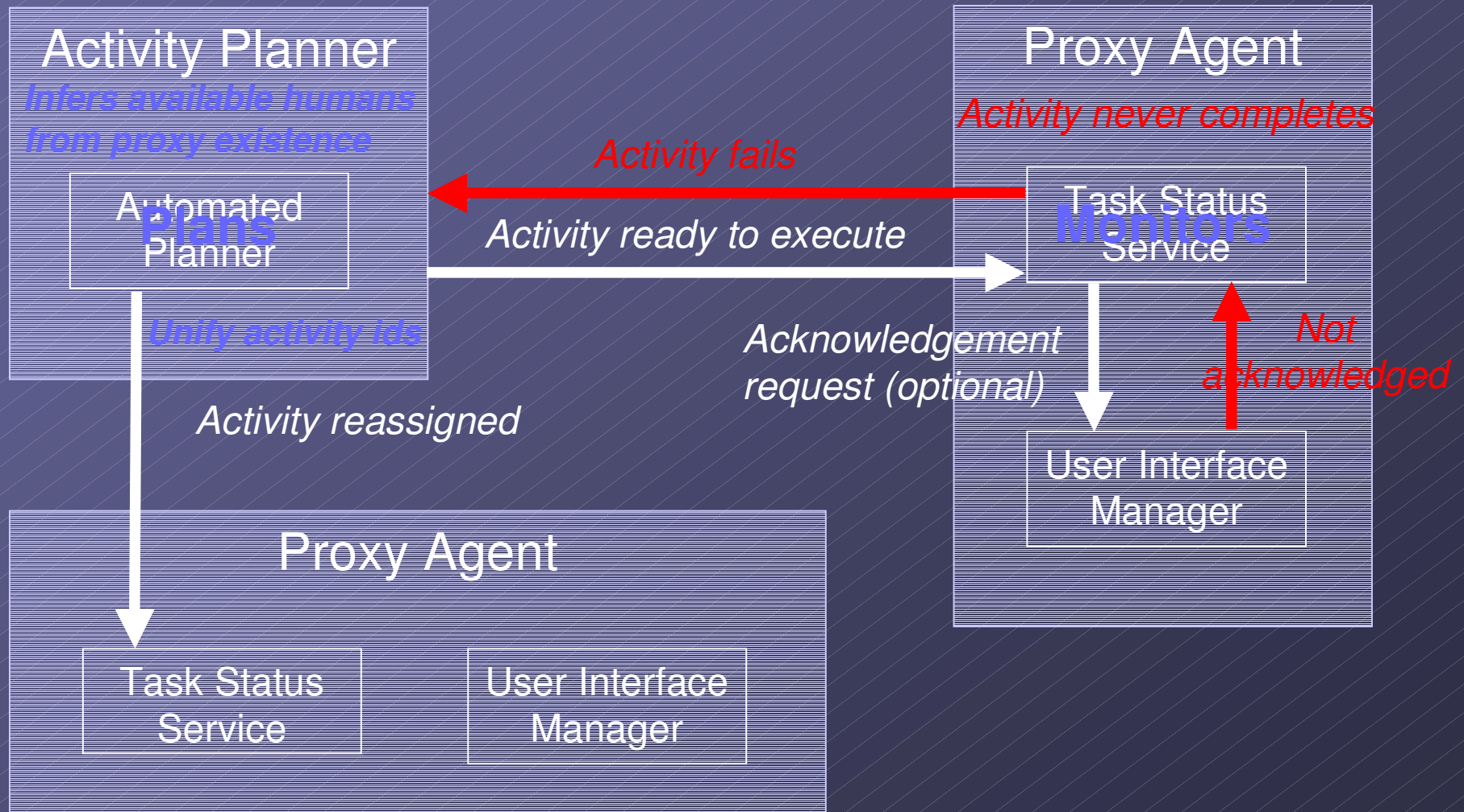
- Maps between human perspective and planner perspective on status
- Reacts to domain contingencies by assigning new tasks; updates completion based on TSS status
- Infers available humans from proxy existence
- Unifies activity ids after re-planning
- Models domain-specific activity information: category, importance

## Task Status Service

Human

- Assesses completion status of its user's activities and provides as observations to planner
- Combines direct and indirect evidence to track human activity
- Assume complete and confirm later
- Requests user to acknowledge some activity status changes
- Assigns importance/saliency to acknowledgement request

# Relating Planning Information to Human Model of Activities



# What's Next for Group Plans?

## ● FY03 Plans

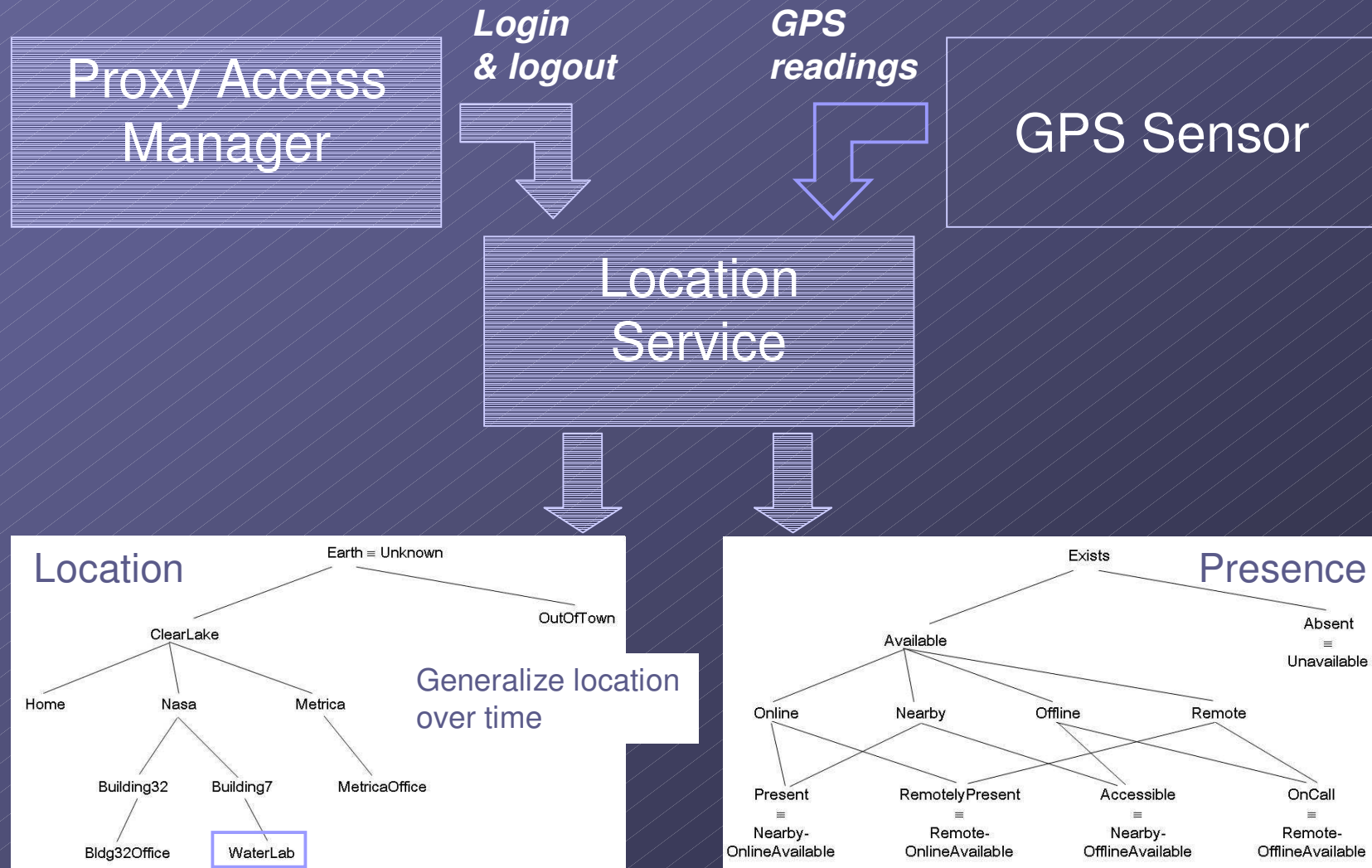
- Add capability to change roles dynamically
- Support human interaction in building and modifying plans
- Add interface for the user to monitor activities of group members

# Tracking Human Location

- Proxy tracks location of its user
  - Location Service: matches incoming readings to knowledge models for location and presence
    - Maps location readings to location ontology
    - Translates location and online/offline information to human presence ontology
  - Location readings
    - Machine locations where users log into and out of proxy
    - Future: GPS readings
  - Generalizes assessment of location and presence over time



# Tracking Human Location



# What's Next for Location Tracking?

## ● FY03 Plans

- Use GPS sensor for tracking outside buildings
- Add GPS sensor and CORBA communications to hand-held
- Add user interface for monitoring locations of group members

# Summarizing Complex Situations

- Proxy as gateway to domain situation summaries
  - Situation Capture
    - Uses NASA Phase II SBIR software for Complex Event Recognition (Firby/Inet)
    - Specifies how to capture events in the domain (complex event specification language)
    - Matches incoming data to event specifications to detect and capture event instances
  - Situation View
    - Displays situation objects from Situation Capture software
    - Computes expected values for contents of object
    - Provides capability for users to annotate situation view

# Summarizing Complex Situations

Data recorded in  
Advanced Water Lab

*batch*

*stream*

3T LSS  
Control Agent

Situation  
Capture  
(CERA)

*XML*

Situation  
Display

## Model of situation

- Triggering event
- Terminating event
- Interim event sequences
- Relevant data values with time and expected value
- User annotations

# Summarizing Complex Situations

- Show key event indicators
- Show events & comments
- Review parameter details

**K Situation View: LORC-RORC 23May01 22:57**

File

LORC-RORC 23May01 22:57

Trigger: 23May01 23:02: LORC: Safety Message: Loss of RAPs Communications  
End: 24May01 09:48: Restart: Restart Completed, all four systems.

Comments

Dogs Barked!: The 'watchdogs barked', the very first safety skill execution.--Carroll

RO Show Plot Make Comment Save View Restore View

**K Summary - LORC-RORC 23May01 22:57**

Summary - LORC-RORC 23May01 22:57

Parameter	Observation
PBBWP - Feed Pump Speed	
RO - Eff Flow	
AES - Evap Loop Flow	

**K Summary events**

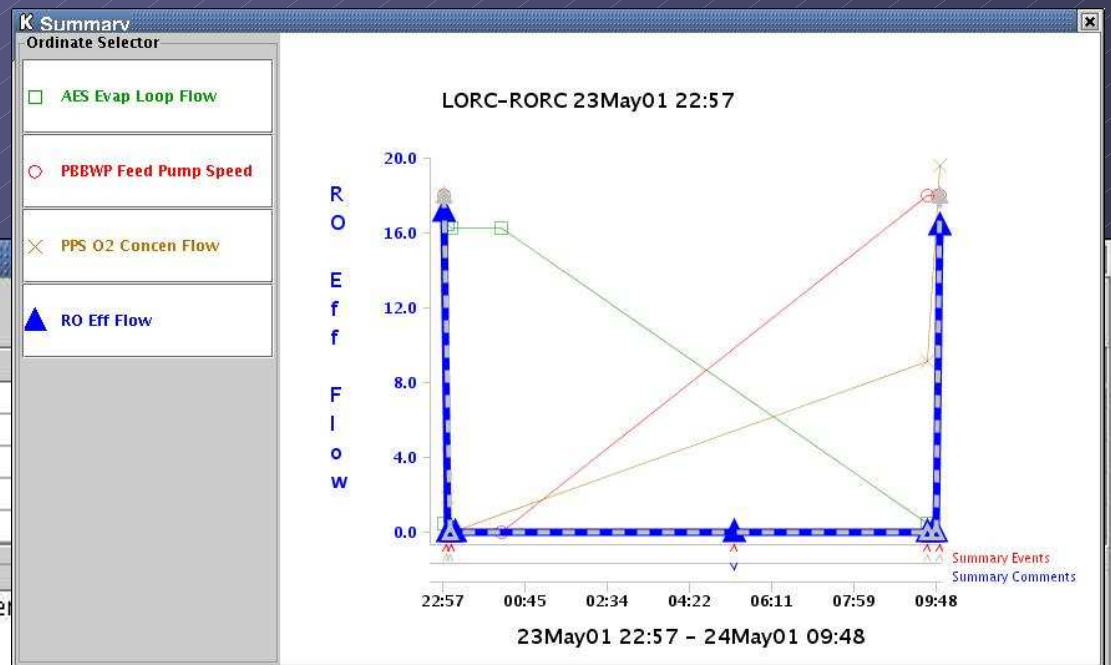
LORC-RORC 23May01 22:57

Summary events

Observed Time	Expected Time
23May01 23:02	23May01 23:02
23May01 23:09	23May01 23:07
24May01 05:19	-----
24May01 09:32	24May01 09:32
24May01 09:48	24May01 09:48

## Summary Events Comments

24May01 05:19 Skills communications were  
LORC.--Carroll





# What's Next for Summarizing Situations?

## ● FY03 Plans

### ■ Situation Capture

- Add CORBA communication for in-line detection and capture of situations
- Encode additional life support events

### ■ Situation Display

- Save display configurations that illustrate a point
- Provide more flexible plotting capability
- Begin developing language for describing situation views

# Interfacing to the Proxy

- Proxy Agent interface as the public agent interface
  - Defines what is visible to other proxies or control agents
  - Provide public methods for agent communication
- Proxy Access Manager for logging into the Proxy
  - Authenticates user password
  - Tracks user login and logout events
- Proxy User Interface Manager that maintains user interface state separate from displays
  - Brings up multiple proxy guis in different locations that accurately reflect proxy state
  - Updates UI state even when no displays are activated
  - Supports user configuration of proxy displays for different tasks or locations

# FY02 Evaluation of Notices

- Prototyped web-based interface to notices database
  - Events from the automated control agent
  - Notices from life support engineers
- Deployed notification capability near the end of the Advanced Water Lab test in Spring 2002
- Interviewed life support and control engineers to get feedback on notification capability
- Results
  - Remote access to centralized database of notices was very popular with engineers
  - Data structures for events and annotations used in current proxy
  - Data models in database were revised based on experience with large tables (5000 messages in 16 hours)
  - Requirements were added for searching notices database
  - User interface design changes were identified based on use

# FY02 Evaluation of Situation Summaries

- Defined use case from WRS control
  - Loss of Raps Communication (LORC)
  - Recovery of Raps Communication (RORC)
- Captured situations using data recorded during Advanced Water Lab tests
- Viewed captured situations using old and new approach
- Next: Evaluation by control engineers for Advanced Water lab tests

# Situation View from Water Test

Viewing f:/dci/lorc/orig\_data/aesskm\_01\_05\_23.log

File Viewing Options Help Log: f:/dci/lorc/orig\_data/aesskm\_01\_05\_23.log

date	time	dp01	dp02	dw01	fm07	fm08	ls01	ls02	ls03	ls04	p08_i1	p08_i2
05/23/01	21:34:59	0	0	75	0.027	-0.02	0	0	0	32	1	
05/23/01	21:39:52	0	0	73	0.027	-0.02	0	0	0	32	1	
05/23/01	21:44:59	0	0	76	0.027	-0.02	0	0	0	32	1	
05/23/01	21:50:05	0	0	79	0.027	-0.02	0	0	0	32	1	
05/23/01	21:54:52	0	0	79	0.027	-0.02	0	0	0	32	1	
05/23/01	21:59:58	0	0	79	0.027	-0.02	0	0	0	32	1	
05/23/01	22:04:51	0	0	77	0.027	-0.02	0	0	0	32	1	
05/23/01	22:09:52	0	0	82	0.027	-0.02	0	0	0	32	1	
05/23/01	22:14:58	0	0	82	0.027	-0.02	0	0	0	32	1	
05/23/01	22:19:51	0	0	83	0.027	-0.02	0	0	0	32	1	
05/23/01	22:24:58	0	0	84	0.027	-0.02	0	0	0	32	1	
05/23/01	22:30:05	0	0	81	0.027	-0.02	0	0	0	32	1	
05/23/01	22:34:56	0	0	85	0.027	-0.02	0	0	0	32	1	
05/23/01	22:40:03	0	0	80	0.027	-0.02	0	0	0	32	1	
05/23/01	22:44:49	0	0	86	0.027	-0.02	0	0	0	32	1	
05/23/01	22:49:56	0	0	86	0.027	-0.02	0	0	0	32	1	
05/23/01	22:54:48	0	0	84	0.014	-0.02	0	0	0	32	1	
05/23/01	22:59:51	0	0	85	0.027	-0.02	0	0	0	32	1	
05/23/01	23:04:46	0	0	95	0.986	-0.02	0	0	0	31	1	
05/23/01	23:09:52	0	0	97	0.986	-0.02	0	0	0	31	1	
05/23/01	23:14:57	0	0	97	0.974	-0.02	0	0	0	32	1	
05/23/01	23:20:03	0	0	93	0.986	-0.02	0	0	0	32	1	
05/23/01	23:24:49	0	0	98	0.974	-0.02	0	0	0	32	1	
05/23/01	23:29:54	0	0	97	0.974	-0.02	0	0	0	31	1	
05/23/01	23:34:47	0	0	98	0.974	-0.02	0	0	0	32	1	

Search Save Exit



# New Design for Situation View

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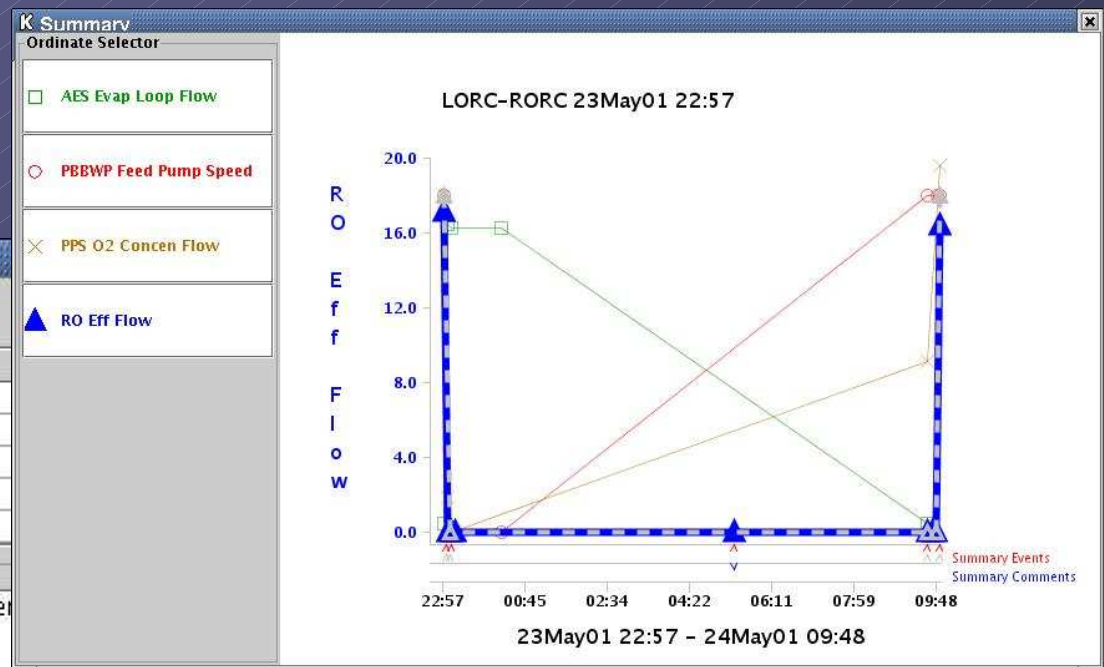
**K Summary events**

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# Metrics: Situation Summaries

- Evaluate situation summary views
  - Define use cases
  - Compare the design used in the test to the new design using metrics like the following

• Concept	• Metrics
• 1. Ability to understand situation	<ul style="list-style-type: none"><li>a. Elapsed time to understand the situation</li><li>b. Work required to understand the situation (number of information queries, display changes)</li><li>c. Accuracy of situation understanding (how many erroneous conclusions, how many important events are missed)</li><li>d. Subjective evaluation of ability to understand situation</li></ul>
• 2. Ability to determine a response	<ul style="list-style-type: none"><li>a. Elapsed time from understanding a situation to responding to it</li><li>b. Amount of work required to determine a response (number of information queries, display changes)</li><li>c. Accuracy of control response (how many erroneous or unnecessary actions, how many important actions are not taken)</li><li>d. Subjective evaluation of ability to determine a response</li></ul>

# FY03 Evaluation

## ● Candidates for evaluation

- Life support engineers
- Space Launch Initiative (SLI) subject matter experts
- Shuttle and Space Station Crew

## ● Evaluation mechanisms

- Animated mockups that provide broader context of operations
  - Human perspective
  - Agent perspective
- Software demonstration or walk-through

# Metrics: Remote Distributed Operations

• Concept	• Metrics
• 1. Effectiveness of notification strategies	a. How much longer does it take to perform a task interrupted by notification than to perform it without the interruption? b. What additional work is introduced by the notification (additional information queries, display changes)? c. Subjective response: Was intrusiveness of the interruption matched to task? Do the models of latency and focus of attention sufficiently distinguish levels of intrusiveness? To ensure information timeliness?
• 2. Ability to understand what happened while offline	a. How long does it take to understand and respond to a situation that arose while the user was offline? How does this compare to response times when continuously online? b. Compare error types and rates in these two situations. Errors of commission? Errors of omission? c. Subjective response: Was it clear what happened while you were out and what (if anything) you needed to do about it?
• 3. Effectiveness of group plan in coordinating group activities	a. Could user respond to important schedule changes in a timely manner? Could the user distinguish important changes from unimportant ones? b. Subjective response: Was the schedule view helpful or distracting? What worked? What didn't? What other capability would you like?

# Summary of FY03 Plans

- Add service for remote crew commanding
  - Interaction with automated control agents
  - Execution of manual procedures
- Evaluate operational models of agent interaction
- Improve existing services
  - Notification: escalation of notification, interactive events
  - Task Status: human interaction in plan building, role management
  - Location: using GPS readings from hand-held
  - User Interface
    - Improved interfaces to notices and schedules
    - Support group interaction (status, queries, chat)
    - Proxy interface on handhelds with wireless communications
- Improve proxy assistants
  - Extend Activity Planner for human interaction in building plans
  - Add interactive events and situations to Event Detection



# Lesson: Software for Human Perspective

## Control Automation

### Water Control



### Air Control



## Interaction Software Layer

- Encodes organizational policies & protocols arising from the operations concept
- Relates information as represented in automation to human mental models of operations
  - Understanding of control situations
  - Coordination of activities in group
- Generates new information solely to support human roles and tasks in the organization
- Models and reasons over indirect evidence to track manual actions
- Aids coordination of human actions with actions of automated agents
- Assists balancing group workload; includes task & role re-assignment

## Humans

Carroll



Dave



Pete





# Publications

[http://postdoc.arc.nasa.gov/postdoc/t/folder/main.ehtml?url\\_id=82878](http://postdoc.arc.nasa.gov/postdoc/t/folder/main.ehtml?url_id=82878)

- Notification

- Schreckenghost, D., C. Martin, and C. Thronesbery. Specifying Organizational Policies and Individual Preferences for Human-Software Interaction. AAAI Fall Symposium. *Workshop on Etiquette for Human-Computer Work*. Nov 2002

- Lessons in human-centered computing

- Schreckenghost, D., C. Thronesbery, P. Bonasso, D. Kortenkamp, and C. Martin. "Applying Human-Centered Computing to Intelligent Control of Life Support for Space Missions". *IEEE Intelligent Systems*, special issue on Human-Centered Computing at NASA. Sept/Oct 2002.

- Loosely coordinated groups

- Schreckenghost, D., C. Martin, P. Bonasso, D. Kortenkamp, T. Milam, & C. Thronesbery. Supporting group interaction among humans and autonomous agents. *AAAI-02 Workshop on Autonomy, Delegation, and Control: From Inter-agent to Groups*. Jul 2002.
- Schreckenghost, D., C. Martin, P. Bonasso, D. Kortenkamp, T. Milam, & C. Thronesbery. Supporting group interaction among humans and autonomous agents. *Connection Science*. Publication pending.

- Application to robotics domain

- Kortenkamp, D., D. Schreckenghost, and C. Martin. User interaction with multi-robot systems. In *Multi-robot Systems: From Swarms to Intelligent Automata*. A.C. Schultz and L.E. Parker (editors). Kluwer Academic Publishers. 2002 p 213-220.

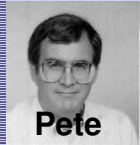
# Demonstration

- Scenario is a ground-based analog that illustrates remote control operations
  - Based on experience in Advanced Water Lab
  - Similarities to crew circumstances
    - Users have direct responsibility to fix problems not handled by automation
    - Most users are not experts in domain
    - User can hold multiple roles and roles change over time
  - Human roles in Water Lab; prime and backup rotate weekly
    - Prime: handle problems in Water Lab
    - Backup: handle problems when Prime does not
    - Coordinator: coordinate group and update control code if needed
- Situation: Loss of Raps Communication (LORC) indicating the control agent comms has failed

# Demonstration

Office Bldg

Coordinator



**Pete**

JSC

Prime



**Carroll**

Engineering Facility

Water Lab



Backup



**Dave**

Office Bldg

Clear Lake City

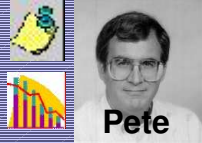
# Demonstration

Office Bldg

Notices

Situation

Coordinator



Pete

JSC

Prime



Carroll

Schedule

Engineering Facility

Water Lab



Loss of Communication  
(LORC) problem in the  
Water Lab

Backup



Dave

Office Bldg

Clear Lake City

# Demonstration

Office Bldg

Notices

Track group

Coordinator



Pete

JSC

Prime



Carroll

Schedule

Engineering Facility

Water Lab



Prime fails to respond to  
LORC

Backup



Dave

Office Bldg

Clear Lake City

# Demonstration

Office Bldg

Coordinator



Pete

JSC

Prime



Carroll

Engineering Facility

Water Lab



Handling the LORC is re-assigned to Backup

Backup



Dave

Schedule  
Notices

Office Bldg

Clear Lake City



# Demonstration

Office Bldg

Track group

Coordinator



Pete

JSC

Prime



Carroll

Situation

Engineering Facility



Water Lab



Backup travels to Water Lab

Backup



Dave

Office Bldg

Clear Lake City

# Demonstration

Office Bldg

While you were out ...



Coordinator



Pete

JSC

Prime



Carroll

Notices  
Situation

Engineering Facility

Backup



Dave

Water Lab

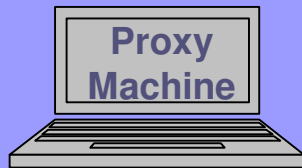


Problem fixed; restoration  
of communication  
(RORC)

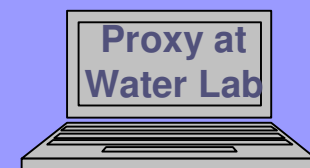
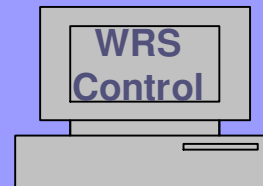
Office Bldg

Clear Lake City

# Demonstration Layout



Linux



Macintosh

JSC Building 7

JSC Building 32



Windows



Linux

Metrica Offsite



Linux

# DCI Architecture for Demonstration

